



# GAME SPECIFIC RULES

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This is the "Living Rules" document for the game. It includes errata and clarifications to the original rules. To aid readability, errata is indicated in blue text.

# GAME SPECIFIC RULES

*"Brace yourself for a shock. The Communists are hitting all along the front."*

Everett Drumwright (U.S. charge d'affaires in Korea)

## 1.0 Introduction

These rules extend both the Standard and Advanced game rules and add extra nuances as they apply to the situation in the Korean Peninsula. Unless otherwise specified, Game Specific Rules apply to both the Standard and Advanced Game and take precedence over any of those rules with which they may contradict; e.g., the gray subtitle of "8.0 Standard/Advanced" of section 2.0 indicates that portions of that section apply to both the Standard and Advanced games, however, note that 2.5.2 applies only to the Advanced game.

### 1.1 Components

*Next War: Korea* should contain the following:

- 2 22" x 34" maps depicting portions of The Democratic People's Republic of Korea (DPRK) and the Republic of Korea (ROK)
- 1 Standard & Advanced Game Rules booklet
- 1 Game Specific Rules booklet (this one)
- 912  $\frac{9}{16}$ " Counters
- 7 Play-aids and charts

#### 1.1.1 Errata and Bonus Counter Sheet

Fortunately, while making the *VASSAL* module, we discovered errata on some counters. The fixed counters are included in a fifth half sheet of counters. Note that we have included an alternate counter for the PRC 190th of the 39th Group Army. There's a discrepancy in sources as to whether it's a brigade or a division, so we have included it for you to swap out at your pleasure. Also included are some additional Chinese and Russian counters for use with a to be published scenarios. Enjoy!

### 1.2 Nationality Colors

Different nationalities counters are colored as follows:

|   |                 |   |
|---|-----------------|---|
|  | Light Blue      | Republic of Korea (South Korea or ROK)                      |
|  | Crimson         | Democratic People's Republic of Korea (North Korea or DPRK) |
|  | Green           | U.S. Army   |
|  | Olive           | U.S. Marines  |
|  | Blue            | U.S. Air Force  |
|  | Battleship Gray | U.S. Navy   |
|  | Brown           | Commonwealth (CW)   |
|  | Yellow          | Japan (JPN)   |
|  | Red             | People's Republic of China (PRC)                            |

## 2.0 Terrain

[8.0 Standard/Advanced]

*"...[Korea], it came in all shades of brown."*

Lt. Col. George Russell

### 2.1 Marsh

During Winter scenarios, all marsh terrain is treated as Flat terrain for all purposes.

### 2.2 De-Militarized Zone (DMZ)



The Demilitarized Zone (DMZ) Border Hexes represent heavy Fortification hexes. DMZ hexes are represented as normal Fortification hexes but contain an additional combat DRM within the symbol. Each hex in the DMZ (either north or south of the border) is called a "Border Hex" and is occupied by Border Guards, Reconnaissance Troops, and numerous fortified positions designed to delay an enemy advance. These forces are abstractly represented by Combat Outpost (CO) markers. The following rules govern border hexes and COs:

- There is +1 MP cost for entering a DMZ hex on the first turn of a scenario.
- Defenders in their own DMZ hexes receive an additional "+1" DRM to combat.
- At the start of most "DMZ" scenarios, both players receive CO Markers. They may place these markers, no more than one per hex, in any friendly border hex.
- CO markers are treated as units except they have no movement allowance, no ZOCs, and must remain in the hex in which they are initially placed throughout the game until they are eliminated.
- COs are eliminated during combat if the CRT calls for a retreat or step loss result. COs have no stacking value although they do count as one "step" for purposes of combat losses. They stack "for free" in their hex.
- COs must be chosen as the first step-loss in combat, regardless of which defending unit was used for efficiency column shifts.

### 2.3 Installations

The following are considered Installations: Ports, Airbases (but not Airfields), Chemical Sites, and Nuclear Sites.

### 2.4 Friendly Map Edges

For all DPRK and allied nations, the north end of the map is considered the friendly map edge. For ROK and allied nations, the south end of the map is considered the friendly map edge.

## 2.5 Busan

### 2.5.1 Busan Reinforcements

Any U.S. Army reinforcement which arrives by sea and does not or cannot use Busan (i.e., because of Strike damage in the Advanced Game) or Japan as its friendly port of debarkation is delayed a turn.

**Design Note:** There's a lot of stockpiled material ready and waiting in and around the port of Busan. In addition, the port facilities there are the best and largest as well as providing a relatively "safer" approach to the peninsula. Sending those troops to another port entails delays in both off-loading as well as marrying them up with any equipment. Players should take careful note of 27.7.1.

### 2.5.2 Lines of Communication (LOC)

[Advanced]

If, in the Air/Naval Phase, the US/ROK player can't trace a line of hexes/off-map movement free from enemy units or ZOCs from a fully functioning port in Busan to any other city or urban hex in the ROK, the U.S. (only) must move half of its Strike Capable Air Units (rounded down) to the Flown box in the ROK OR immediately Rebase (regardless of which ROK box they are in) them to Japan. If Air Units rebase from the Ready box, they are placed into the Japan Flown box. If they are Rebased from the Flown or Abort box, they are placed in the Abort box in Japan. The U.S. may not base more than half of its Strike capable air units in the ROK until the turn after a LOC can be traced.

**Design Note:** This reflects the lack of munitions being delivered to bases via the primary resupply port. It's a temporary glitch at best and difficult for the DPRK to achieve, but it could be a chance for a renewed offensive.

#### 2.5.2.1 Isolation

Allied units can, additionally, avoid Isolation if they can trace to Busan.

## 2.6 Tunnels

**Design Note:** The discovery of several DPRK tunnels beneath the DMZ has created serious concern among allied defense planners. According to Jane's Sentinel as many as 20 additional undiscovered tunnels do exist and the DPRK will utilize such tunnels to infiltrate light infantry and Special Purpose Forces in the forward DMZ areas. These tunnels, however, do not extend very deep into the south (at least, not in terms of more than one 7.5 mile hex), so we don't feel that they will have much effect beyond the DMZ.

We chose to portray these tunnels with "Tunnel" markers that the DPRK can place during movement and prior to combat across the DMZ. We believe that the DRM and increased stacking that this allows adequately portrays the effect of the tunnels on the forward battle: some surprise as well as an increase in the number of units that are able to attack "across" the DMZ.



On the first game turn of any scenario involving DPRK units attempting to breach the DMZ, the DPRK player receives a certain number of "Tunnel" markers as indicated in the scenario set-up.

During any DPRK Movement Segment of the first game turn, the DPRK player may "play" tunnel markers by plac-

ing a marker in an enemy-occupied ROK hex that is adjacent to the DMZ border. The benefits of tunnel markers are as follows:

- All DPRK attacks against a Tunnel hex receive a -2 DRM.
- Any two DPRK hexes adjacent to a Tunnel hex have an increased stacking capacity of six Stacking Points during the Initiative Movement and Combat Segment of Game Turn 1. (Note: This allows additional firepower to be brought to bear, roughly approximating the effect of many small to medium size forces infiltrating allied positions through tunnels.)
- Any Light Infantry Infiltration attempts through a Tunnel hex automatically succeed.

Normal stacking limits must be met by the time the Tunnel markers are removed during the Reorganization Phase of Game Turn 1 or the DPRK player will suffer the appropriate penalties. Note that this increased stacking is only for the two designated hexes that are adjacent to a hex containing a "Tunnel" marker. All other hexes have a normal stacking limit.

All Tunnel markers are removed during the Reorganization Phase of Game Turn 1.

## 3.0 Units

### [2.0 Standard/Advanced]

**Design Note:** While the Standard Game does not provide players with the many options and capabilities of each side's Special Forces units, the following rules give a basic representation of each side's special light infantry capabilities and intentions for these units.

### 3.1 Light Infantry Units



Both sides operate units which can be classified as Light Infantry (LI). These units tend to be lightly armed, have few (if any) vehicles, and are highly mobile. The DPRK units typically fight in company/battalion strength. We have represented them as brigade- level units, but have given them the flexibility and capabilities that reflect the impact of several smaller unit operations on the battlefield. DPRK LI and, in particular, the "Sniper" brigades have special abilities.

**Play Note:** While the images above depict the DPRK Light Infantry, any unit with a yellow movement allowance in a black box is LI.

#### 3.1.1 Movement Through Enemy ZOCs

Enemy ZOCs do not exist for Light Infantry units when in any terrain other than Flat or Flat Woods. All Light Infantry units may:

1. ignore such ZOCs when moving during a friendly Movement Segment (but not when retreating or beginning or ending airmobile transport),
2. do not have to stop when entering such ZOCs,
3. do not pay extra movement points to enter or leave a hex in such ZOCs,



4. may move from such ZOCs to ZOCs freely (as long as they have sufficient movement points remaining),
5. are free to move during the Exploitation Movement Segment even when beginning the segment in such ZOCs.

Note that, when ignoring ZOCs, LI units may *not* use Road movement (including leaving a ZOC).

### 3.1.2 Combat DRMs

Any combat in terrain other than Flat or Flat Woods which includes a Light Infantry unit attacking or defending receives a favorable DRM to the combat die roll. This DRM is not per unit but per combat including Light Units attacking or defending.

**Exception: No DRMs can be earned by LI units which are part of an Amphibious Assaulting stack.**

### 3.1.3 DPRK Infiltration Movement

[Advanced]

**Design Note:** The DPRK has Special Purpose Forces tasked with occupying the ROK second line of defense north of Seoul. They will attempt to infiltrate these units by air, land, and sea to capture and hold defensive positions between the ROK forward forces and their mobilizing/reinforcing units. While we believe it is highly unlikely that the DPRK could succeed to the point that they will occupy a solid line of defense stretching inland north of Seoul, we think it certain that they would make the attempt and highly likely that some units would accomplish their mission. Thus, the following rules provide for this capability.

Any DPRK Light Infantry unit that begins a friendly Movement Segment adjacent to an enemy unit may attempt to infiltrate that unit's hex and move into another vacant hex adjacent to the enemy unit. The DPRK player must designate the vacant hex into which the unit will attempt to move before the infiltration die roll is made. The chosen hex may not be a hex which requires a Clearing Operation [8.4.1] to enter.

The infiltration die roll consists of an efficiency check for each DPRK Light Infantry unit, modified as follows:

- 2 The infiltrated hex is a Mountain/Highland/Wooded Highland hex.
- 1 The weather is Overcast or Storm.
- +2 The infiltrated hex is a Flat or Rough hex.
- +1 The infiltrated hex is a Fortification hex.

These modifiers are cumulative.

**Important: The terrain modifiers are based on the terrain in the hex through which the unit is infiltrating, not the terrain in the destination hex.**

If the unit passes its Efficiency Check, place it in the previously designated vacant hex that is adjacent to the infiltrated hex. The unit is finished moving for the current Movement Segment. If the unit fails its Efficiency Check, place them in their starting hex with a Strike 1 or Strike 2 marker based on their die roll. If the die roll was one greater than its ER, place a Strike 1 marker; if the die roll was 2 or more greater than the unit's ER, place a Strike 2 marker.

Infiltration cannot take place across all-water hexsides even at ferries.

### 3.1.4 DPRK "Sniper" Brigades



**3.1.3.1 Mi-2 Attack Helicopters:** DPRK Sniper Brigades possess intrinsic Combat Support in the form of Mi-2 attack helicopters. These units may roll for helicopter support when engaged in combat as if a helicopter was in range and available. If the support survives Air Defense Fire, the unit earns an additional -1/+1 DRM. This may exceed the helicopter support maximum allocations [6.5.3]. Should a Sniper Brigade ever receive a step loss result when ADF is rolled against the intrinsic helicopter support, flip the unit over to its No Helo side. It can never flip back.

Similarly, if, at any time, the unit can't trace a line of communication (LOC) consisting of 7 or less hexes free from enemy units and/or ZOCs to a friendly unit or the unit is ever marked as Out of Supply, flip it to its No Helo side. If the unit regains supply or is once again able to trace an LOC, it may be flipped back over to its Helo side.

**3.1.4.2 Non-Replaceable:** DPRK "Sniper" Brigades may not be reconstituted once eliminated.

### 3.2 DPRK Artillery Brigades

[Advanced]



The DPRK has several artillery brigades specifically dedicated to providing artillery support along the DMZ. To represent this, the DPRK has two corps level organizations containing these brigades. Artillery brigades are treated as units in all respects except that they may also support combat, similarly to HQs. They may use this special ability twice per turn. Rotate the artillery unit accordingly for each use just as HQs. Artillery brigades provide only a single column shift in a combat. Artillery brigades may support any combat in which half or more of the units involved, by stacking value, are DPRK units. Artillery brigade HQs are used for the sole purpose of supplying the artillery units. They have none of the other intrinsic combat capabilities of other HQs in the game. **Strike results against artillery units are implemented as if they were HQs; i.e., a Strike 1 removes one combat support ability in the current turn, and a Strike 1 or Strike 2 result will cause the unit to lose appropriate combat support capability in the next turn.**

### 3.3 U.S. Marines

[Advanced]

Players will note that the U.S. I Marine Expeditionary Force (I MEF) generally appears piece-meal and includes 4 additional HQ units: I MEB, 11 MEU, 13 MEU, 15 MEU. These HQs are considered subordinate to the I MEF HQ. Thus, as Marine units appear, they will be task-organized to one of the I MEF subordinate HQs. These HQs function as normal HQs for all purposes with the exception that they may only perform ONE combat support use (i.e., they are rotated 180 degrees upon use). In addition, the subordinate HQs may NOT conduct HQ strikes. These HQs also only contain a single step. Once the I MEF HQ appears on the map, the U.S. player removes them from the map when the units can trace a Line of Communication of any length to the I MEF HQ. He may also, after removing the subordinate HQs, place them back onto the map at any time he performs an Amphibious Assault

with U.S. Marines and wishes to have a HQ. In this case, simply place the HQ into a hex with a successfully assaulting unit. In this case, the HQs are removed when the units once again can trace a LOC of any length to the I MEF HQ.

### 3.3.1 Subordination

Marine units are considered to be subordinate to any Marine HQ.

### 3.3.2 Task Forces



Players will note two counters in the counter-mix: I TF and III TF. The USMC is modeled so as to be used as flexibly as the player desires. However, operationally, the Marines are often brigaded together as a task force. These counters represent that ability. They may be formed whenever units from the appropriate organization (i.e., I and III MEF) in the following configuration are stacked together:

- **I TF:** 2 infantry battalions, an armored battalion, and a LAR battalion.
- **III TF:** 3 infantry battalions and a LAR battalion

Once the TF is formed, it may not be broken down into its constituent units.

### 3.3.3 Force Composition

For setup and reinforcement purposes, use the following information:

|                |   |
|----------------|---|
| <b>III MEF</b> | 1/3, 2/3, 3/3, LAR, 3-R                     |
| <b>I MEF</b>   |   |
| <b>11 MEU</b>  | 1/5, 2/5, 3/5, 1/4, 2/4, 3/4, 2-LAR, 1 Arm. |
| <b>15 MEU</b>  | 1/7, 2/7, 3/7, 1-R                          |
| <b>13 MEU</b>  | 1/1, 2/1, 3/1, 1-LAR                        |

### 3.3.4 USMC Air Assault

USMC infantry units should be considered to have Yellow movement allowances for the purpose of allowing them to be moved using Airmobile Points.

## 3.4 US Army Brigade Combat Teams (BCT)

[Advanced]

Due to the nature of the BCT organizational doctrine, U.S. Army units are considered subordinate to any U.S. Army HQ, and, in turn, any U.S. Army HQ can act as the Formation HQ, for any purpose, for any U.S. Army unit regardless of the color in the unit type box.

### 3.5 Air Unit Selection

Whenever drawing air units for set up or reinforcements, and there are differences in Pilot Ratings, draw randomly.

### 3.6 Airborne Units

The following are considered Airborne units: the 4 brigades of the US 82nd, 4/25, the CW Airborne Bn, the Japanese 1st Abn Brigade, the brigades of the 3 PRC airborne divisions (43rd, 44th, 45th), the brigades of the Russian airborne divisions (98th and 106th), and the DPRK airborne units (38th, 48th, 58th independent brigades), and the formation HQs.

## 4.0 Weather

### 4.1 Severity

[4.0 Optional]

After speaking with numerous military personnel who have spent time in Korea and evaluating the peninsula's weather patterns, we think we're being far too generous to have clear weather half the time. However, play-testing showed that realistically awful weather really bogs the game down. If you want more realism, however, or if you want to tip the balance toward the DPRK, add two to all your weather die rolls.

### 4.2 Season

Before a scenario begins, the DPRK player may choose the Season in which the game begins. Seasonal choices have effects on the Weather Die Roll [4.0] and Terrain [GSR2.1].

#### Weather DRMs:

|              |    |
|--------------|----|
| Summer:      | +1 |
| Spring/Fall: | +0 |
| Winter:      | -1 |

## 5.0 Movement

[8.0 Standard/Advanced]

*"If you speak of the tiger, it will come."*

Korean proverb

### 5.1 Mixed Nationalities Stacking

#### 5.1.1 DPRK Multi-national Stacking

In scenarios where the PRC enters on the DPRK side, ground units of those nations which stack together have their Efficiency Ratings reduced by two for all purposes.

**Design Note:** These units do not train together. Their commands are not integrated, and, while some scenarios in the game postulate increasing cooperation between these nations prior to a Korean War, we do not believe that they will have the capability to work effectively together within the same command net.

#### 5.1.2 Allied Stacking

U.S. and ROK units may stack together with no penalty.

**Design Note:** The US and ROK units have trained together for decades, thus problems in communication, command, and doctrine are almost non-existent.

Commonwealth units may stack with any other unit. If stacked with U.S. units only, there is no penalty. If stacked with any other units, all units in the stack have their Efficiency Ratings reduced by one.

Japanese units may stack with any other unit. However, if they stack with U.S. or Commonwealth units, all units in the stack have their Efficiency Ratings reduced by one for all purposes. If the units stack with ROK units, all units in the stack have their Efficiency Ratings reduced by two for all purposes.

Design Note: This is not a reflection of the Japanese ability to conduct combat operations; rather, it is recognition that they have not conducted multi-national operations in any significant fashion for decades.

## 5.2 Air Transport Limitations

In any allowable Movement Segment, the ROK/U.S. may air transport 3 stacking points. All other nations may air transport 1 stacking point.

## 5.3 Paratroop Limitations

The DPRK player may not Paratroop more than one stacking point of airborne units in any given friendly Movement Segment. The Allied player may drop any or all of his airborne units during a given friendly Movement Segment.

## 5.4 Sea Transport Limitations

The DPRK player may transport two stacking points of units per Movement Segment (when allowed) by Sea Transport. The Allied player may transport three stacking points per allowed Movement Segment. The Allied limit is increased as indicated by the arrival of reinforcements per each scenario. The Chinese player adds an additional capability to transport three stacking points of units per Movement Segment (when they intervene with Full Intervention). For this purpose, Helicopters are considered to be ½ stacking point.

## 5.5 Off-map Boxes and Movement

Various parts of the map are marked with off-map movement lines and certain cities which are important in the overall scheme of things, but too far away to be represented on map, exist as off-map boxes. The following rules govern their use.

### 5.5.1 Off-map Box

Only units of the controlling side are allowed to enter an off-map box. For Busan and Japan, this means the ROK and her allies. For Hamhung/Hungnam, this means the DPRK and her allies. Any number of units can stack in an off-map box with no penalty. No unit can attack or be attacked in an off-map box. Units and Installations (i.e., Airbases, etc.) can be attacked by Strikes (of any kind except Interdiction within range) and targeted by Special Forces. Off-map boxes function as Urban terrain for all purposes. Note the installations are outlined in dashed boxes to facilitate the placement of Strike markers. Wonsan, although not an off-map box, also has its installations so marked (in the East Sea) since it has two installations present.

### 5.5.2 Off-map Movement

Movement along the off-map movement lines is considered Highway movement in the ROK and Primary Road movement in the DPRK for all purposes. Such movement lines are not subject to Interdiction. Units moving along movement lines MUST enter the map if they have enough MPs to do so. If they do not have sufficient MPs to do so, players may still utilize the movement line, but they must keep track of how many MPs have been used along the line.

**5.5.2.1 Movement Line and Combat:** If the on-map hex which connects a movement line to the map is occupied by enemy units, friendly units may stack off-map immediately adjacent to the hex.

This stack is considered to be in a temporary, imaginary hex for stacking purposes. The terrain of this hex is the same as the one to which it is adjacent. Such units operate as if they were on map for all purposes. If forced to retreat from this hex, units must retreat to the off-map box to which the movement line is connected.

**Exception:** Units “adjacent” to N2500 may retreat to N2600 (and vice versa) unless the hex to which they retreat is occupied by enemy units, in which case, the retreating units are eliminated.

### 5.5.3 Japan Holding Box

The Japan holding box can be used to receive and hold ground reinforcements. Units which are delayed by Storms may arrive in the Japan box. Such units must utilize some other mode of movement in order to land in Korea; i.e., Air or Sea Transport, Airborne Movement, etc.

**5.5.3.1 Helicopters:** Intrinsic Airmobile units and Attack Helicopters in the Japan Box may, respectively, use Airmobile Movement or Rebasing in any eligible movement segment to land at any friendly, functioning Airfield/Airbase in South Korea.

**5.5.3.2 Naval Units:** Naval units in the Japan box may move directly to either In Shore or At Sea box subject to appropriate Contested Sea Movement.

**5.5.3.3 Ports:** The Port in Japan is always available for all purposes.

## 6.0 Combat

### [9.0 Standard/Advanced]

*“It’s darkest underneath the lampstand.”*

Korean proverb

### 6.1 Mixed nationalities in Combat

#### 6.1.1 DPRK and PRC

When DPRK/PRC units are involved in the same attack, they incur an unfavorable (+3) DRM.

#### 6.1.2 US and ROK

When U.S. and ROK units attack together, they incur an unfavorable (+1) DRM. Note, this is not cumulative with the multi-corps attack DRM for the ROK.

#### 6.1.3 Japanese

Attacks made by Japanese forces incur a (+1) DRM. When Japanese units attack with any other nationality, that attack incurs an additional unfavorable (+1) DRM.

### 6.2 Chemical Weapons Support

#### [Advanced]



In *Next War: Korea*, the only player who can initiate the use of Chemical Weapons is the DPRK player. An eligible DPRK HQ may place a Chemical Weapons marker to support an attack. Using a marker reduces the efficiency of all units in the hex by 3.

**Exception:** It only reduces ER by 2 if the hex is occupied solely by U.S. units.



If the Allied player does not respond with his own Chemical Weapons use [see Optional Rule 15.9], *each* DPRK use of a marker provides the Allied player with 3 VP. Otherwise, if the Allied player does respond, he only earns 3 VP for the first such use by the DPRK. Scenario Special Rules will dictate the availability of Chemical Weapons Markers and Points, however, see 6.2.1. [Add VP directly to the VP total.](#)

### 6.2.1 Chemical Weapons Points

The DPRK starts with a specified number of Chemical Weapons Points (CWP), as given by Scenario allocations. These Points are never replenished. Other nations may also receive CWPs. Their use is governed below.

### 6.2.2 Marker Placement Limitations

A player must mark all Combats which will receive Chemical Weapons support prior to resolving any combat. The DPRK player may only provide support to 3 combats in any given Combat segment.

The US and ROK may only provide support to 2 combats in any given Combat segment.

### 6.2.3 Chemical Facilities

For every two chemical installations in the DPRK which are destroyed and/or captured by the allies, the DPRK loses one Chemical Weapons Point. Flip the CWP marker to its -1 side when the first such facility is captured or destroyed. Move the marker down one on the General Records Track (and flip it back over) when the second such facility is captured or destroyed. Recapture of a facility by the DPRK does not restore the CWP.

### 6.2.4 Movement

Chemical Support Markers remain on the map until the Reorganization Phase. Non-U.S. Leg units may only enter such a hex by spending their entire movement allowance. Non-U.S. Motorized/Mechanized units spend an additional +2 MPs to enter such a hex.

In game terms, Reinforcement allows activation of reserves for the DPRK and the ROK as well as the insertion of U.S. and other forces into the theater. The ROK/DPRK Scenario Reinforcement Tables and the Master Allied Reinforcement Chart group these reinforcements into “packets” that arrive as indicated by the scenario. U.S. units arriving by air transport do not count against the Allied air transport limitation and must undergo ADF only if they are transported into a hex in the DPRK or into any hex within two hexes of an enemy unit.

Reserves and Reinforcements are handled as follows:

### 7.1.2 ROK Reserves

These are divided into two groups: Mobilized Reserves and Home Reserves. Mobilized Reserves have a higher degree of readiness and have pre-positioned equipment. Any unit marked with an “M” on their unit ID (on the top left of the counter) is a ROK Mobilized Reserve. Except in the “Extended Buildup” scenario, when some of these units begin the game on the map, these units are not set up at the start of the game. Instead, in the Reinforcement/Replacement Phase of the game turn as directed by the scenario, they are randomly chosen as indicated in the scenario specific reinforcement schedule and placed in the hex listed at the top of their unit counter. If this hex is controlled by the enemy, the reserve unit is eliminated (and the DPRK gets the appropriate VPs), [and the ROK receives 1 Replacement Point for each such unit eliminated in this manner.](#) If placing the unit in the hex would violate friendly stacking limits, you may, optionally, place it in any adjacent hex. [If a ROK Reserve unit's hex is currently under a Clearing Marker, place them in any adjacent hex with the following priority: not in an enemy ZOC \(units under Clearing Markers have no ZOC\), in supply, closest to their parent HQ. If none apply, any adjacent hex.](#)

Home Reserves are basically militia. All units with an “HR” on their unit ID are Home Reserves. These units are placed in the same manner, and with the same restrictions, as Mobilized Reserves. Home Reserves are limited, however, in that they may never enter a hex in the DPRK.

[Note: These units are organized for home defense.](#)

### 7.1.2.1 Reserve HQs

[\[Advanced\]](#)

The ROKA IX, XI, and CDC HQs are placed in their setup hex when the first unit of their formation is drawn or placed.

### 7.1.3 DPRK Reserves

DPRK reserves are analogous to ROKA Reserves. They, too, have two types, one able to mobilize quicker and one militia. All units with “PMTU” as their unit ID are Reserves. All units with “RG” as their unit ID are Red Guard Militia. These units are placed in the same manner as “M” and “HR” Reserves respectively.

[Exception: The XI Corps enters as a reinforcement according to the schedule. Its units are the only PMTU/RG never included in the random draw. Like the ROKA's HR units, the DPRK Red Guard units may not enter a hex in the enemy country.](#)

### 7.1.4 International Reinforcements

Note that Reinforcements are listed in the turn they arrive. In other words, if a given reinforcement is listed for GT2, then in the Reinforcement Phase of GT2, it is pulled from the counter-mix and placed on the map in accordance with the rules below.

## 7.0 Reinforcements

[10.0 Standard/Advanced]

### 7.1 Standard Game

#### 7.1.1 Reinforcements

Design Note: We have abstracted and simplified the mobilization of reinforcements/reserves for the ROKA and the DPRK. Obviously, this is intended to speed play and make this aspect of the game easier on the players. It also allows us to tinker with both side's “perfect” deployment plans.

We project that the South's plan to mobilize will be severely disrupted by persistent and effective attacks by the DPRK Special Purpose Forces. (After all, they've had forty years to plan this attack. We figure they know the location and importance of the mobilization sites by now. It's very likely, moreover, that these sites, as well as other high value ROK C3i targets have been observed, targeted, and possibly infiltrated by DPRK SPF personnel who are living in the ROK.) Thus, we've varied the arrival times from scenario to scenario depending on the surprise level as well as randomizing the process of exactly which reserve forces manage to mobilize first. This will be very frustrating to players who want to “control” the mobilization, but we think it's a realistic reflection of the uncertainties involved. For you guys who know much more about this than we do, feel free to modify it as you see fit. And, by the way, if you can reveal the actual unit IDs of these reservists, we'd love to know...

Reinforcements may land in the DPRK or ROK (whichever is friendly) by air or sea. Heavy (5-5-8) and Stryker (4-4-8) BCTs, Motorized, Mechanized, Armored, and Armored Cavalry units (of any size) and Infantry divisions may only arrive by sea, in any friendly port hex not in an enemy ZOC. USMC and Naval Units units arrive in [any friendly port in Korea](#), or they may arrive in an “At Sea” box or the Japan Holding Box. Other arriving units are placed in any friendly airbase (not airfield) not in an enemy ZOC (**exception:** Storm delays). If no Airbases are available, such reinforcements may arrive in Japan (if Allied) or are delayed (DPRK allies) instead.

**7.1.4.1 Port Limits:** No more than 2 stacking points may land in a given turn.

**Exception:** Busan’s limit is 6 stacking points.

**7.1.4.2 No Ports:** In the rare case that a port is not available in the ROK/DPRK, units may enter from the south and/or north map edge, as appropriate. UN units which opted to arrive in Japan may enter from the south map edge (consider them to have landed in a port off the map edge) in any following movement phase allowing Sea Transport. This counts against Sea Transport Limits. Placing them on any south map edge hex constitutes the use of all their Movement Allowance for the phase.

**7.1.5 U.S. and Commonwealth Reinforcements by Air**

All U.S. and Commonwealth non-Marine, non-armor/mechanized units may arrive in the ROK by Air Transport. These units may arrive at any Airbase in the ROK which is not destroyed or captured nor contains a Strike 1 or Strike 2 marker.

**7.1.6 Helicopter Reinforcements**

If the Allied player had Air superiority Advantage, Superiority or Supremacy during that turn, helicopters may arrive at any Airfield or Airbase in the ROK which is not destroyed or captured nor contains a Strike 1 or Strike 2 marker. Otherwise, they arrive in Japan.

**7.1.7 PRC Reinforcements**

PRC units may arrive as reinforcements at either N2000 or the Hamhung/Hungnam off-map box. PRC Attack Helicopters may be placed at any friendly controlled Airbase/Airfield. PRC Naval units may arrive in any Yellow Sea port or directly in the Yellow Sea At Sea or In Shore Box

**7.2 Advanced Game**

[Advanced]

These reinforcement rules are in addition to the Reserves and Reinforcements from the Standard Game.

**7.2.1 Air Unit Reinforcements**

During the Reinforcement and Replacement Phase of each game turn, the U.S. and/or Commonwealth player may receive air units as reinforcements. When this occurs, place the reinforcements as follows:

- For Air Force units, they may reinforce to the ROK or Japan, depending on the Air Superiority Level. If the ROK/US had Air Advantage, Superiority, or Supremacy during that turn, air units may be placed in the ROK or Japan. If not, then the air units must be placed in Japan (and can Rebase in a later turn). In either case, they are placed in the “Ready” box.

- U.S. Marine air units received as reinforcements are placed in the same manner as Air Force units, except that USMC AV-8B’s may opt to base in a U.S. Carrier box ([when CVBG/AMPH present](#)).
- U.S. Carrier Air Wings, when received as reinforcements, are placed in the Carrier box of the Sea Zone in which their carrier is placed. A Carrier Wing consists of 1 x F/A-18E, 2 x F/A-18F, and 1 x EA-18G. [See Optional Rule 15.4]

**7.2.2 Japanese Air Units**

If Japan has intervened with Aerial Intervention, and an Air Unit arrives as a reinforcement, the Allied player may either place that type of unit at full strength (if it has been eliminated) or bring that type of unit up to full strength (if it has been damaged).

**7.3 Weather Effects**

The above reinforcement rules are still subject to the restrictions for weather.

On “Storm” Turns, no units may arrive in the DPRK or ROK. Units intended for the ROK may, instead, arrive in Japan, or, for those able, in a friendly At Sea box. Units intended for the DPRK are simply delayed for a turn; they may instead, for those able, arrive in Hamhung/Hungnam or N2000.

## 8.0 Subordination

[18.0 Advanced]

This establishes the subordination of the higher HQ units:

1. All DPRK units are subordinate to the DPRK GHQ.
2. All U.S. Army units are subordinate to the I Corps HQ.
3. The USMC I MEB, 11 MEU, 13 MEU, and 15 MEU are subordinate to the I MEF.
4. All Allied units are subordinate to the Joint Forces Command (JFC).
5. ROK Corps HQs are subordinate to particular Army HQs (marked on the counter). Corps HQs with no Army HQ designation are subordinate to the Supreme HQ. HQs may only support units in their chain of command.

## 9.0 Targeting

[20.0 Advanced]

*“A shrimp is crushed in the battle of whales.”*

Korean proverb

When a unit is successfully targeted by Special Forces, place a “Target –1” marker on the target if an DPRK, Chinese, or Japanese SF team or a “Target –2” marker if a U.S., ROK, or Commonwealth SF team.

**Design Note:** This represents the superior technological expertise of the some nations in laser designating and attacking targets with smart weapons.



## 10.0 Electronic Detection

### [21.0 Advanced]

The US/ROK player may make attempts against different units, depending on the following factors:

1. If this is a scenario that involves only the ROK, not the U.S., the ROK player makes two attempts per turn.
2. If both the U.S. and ROKs are involved in the scenario, and this is NOT a clear weather turn, the US/ROK player may make three attempts.
3. If both the U.S. and ROKs are involved in the scenario, and this IS a clear weather turn, the US/ROK player may make five attempts.

The DPRK player can make two attempts per turn.

If China has intervened with ground forces, the PRC can also make two attempts per turn.

If Japan has intervened with ground forces, they can also make one attempt per turn.

## 11.0 Air Power

### [22.0 Standard/Advanced]

*"Don't try to cover the whole sky with the palm of your hand."*

Korean proverb

#### 11.1 Weather Capabilities

##### [Standard]

When rolling for Air Points in the Standard Game, use the following as the Weather Capability during Overcast and Storm Weather. The U.S./ROK player is considered to have Limited All-Weather Capability. The DPRK player is considered to have No All-Weather Capability.

**Exception:** If the PRC has entered the war on the DPRK side, the DPRK player is considered to have Limited All-Weather Capability.

#### 11.2 Aircraft Range

##### [Advanced]

The range of each aircraft (the letter in the upper left hand corner of the counter: S = Short, M = Medium, L = Long) determines how far an air unit can fly, and from where. Range allowances are as follows:

##### 11.2.1 Short-range air units:

1. If based in Japan, can only fly missions in the ROK.
2. If based in the DPRK, or ROK, cannot fly Strike, Combat Support, or Escort missions whose target is more than five hexes into an enemy country (counting from the DMZ).
3. If based in the PRC, only CS and Strike missions may be flown in the DPRK. No Air Superiority missions.

4. If based on a carrier currently in an In Shore Box, may fly all missions in the DPRK and ROK.
5. If based on a carrier currently in an At Sea Box, may not fly any missions.

##### 11.2.2 Medium-range air units:

1. If based in Japan, they cannot fly Strike or Combat Support missions whose target is more than five hexes into the DPRK (counting from the DMZ). They may not be placed in the Air Superiority Box.
2. If based in the PRC, units cannot fly Strike, Escort, or Combat Support missions whose target is more than five hexes into the ROK (counting from the DMZ).
3. If based on a carrier in an In Shore box, may fly all missions in the DPRK or ROK.
4. If based on a carrier in an At Sea box, may fly all missions in allied home country and Strike or Combat Support missions no more than 5 hexes into an enemy country (counting from the first coastal hex entered), including all Off-map boxes if in the Sea of Japan. They may not be placed in the Air Superiority Box.

There are no restrictions on Medium-range units based in the DPRK or ROK or Long-range units based anywhere.

**Important:** No enemy units may ever fly a mission into China or Japan.

#### 11.3 Attack Coordination

##### [Advanced]

DPRK/PRC air units that begin in different "Ready" boxes (i.e., one from the PRC, one from the DPRK) cannot be part of the same air-to-ground mission.

The presence of a U.S. unit in the mission allows coordination with any other nationalities, i.e., ROK and CW alone or together. No other Allied coordination is allowed. Units that begin in different country's (or carrier's) "Ready" boxes *may* be part of the same air-to-ground missions, assuming all units have the Range to do so.

#### 11.4 Air Basing Limitations

##### [Advanced]

Unless otherwise specified, units may only base in their own country. Air units are restricted as to where they may base as follows:

- PRC air units may base in the PRC or DPRK (if entering on the DPRK side).
- U.S. Air Force units may base in Japan or the ROK.
- U.S. Navy air units may base only in U.S. Carrier boxes.
- U.S. Marine air units may base in Japan, the ROK, or in U.S. Carrier boxes.
- Commonwealth units may base in Japan or the ROK.

##### 11.4.1 SOP Designated Bases

For the purposes of Steps 1a and 1b of the Advanced SOP, designated bases are those in Korea.

## 11.5 Rebasing

### [25.2 Advanced]

PRC, Commonwealth, and non-Navy U.S. air units can change bases by flying a Rebasing Mission. This occurs during the [Reorganization Segment](#) and is *not* subject to Detection, Interception, or SAM/AAA fire. To Rebase, the owning player moves any eligible unit (there is no limit to the number of units that may rebase during a turn) from the “Ready” box of its current base to the “Flown” box of the new base. It is finished for the turn.

## 11.6 Japanese Air Restrictions

Japanese air units may be assigned to any mission for which they have appropriate values and range, however, they may only fly CAS missions in support of Japanese ground troops.

## 11.7 DPRK Combat Support Ratings

Some DPRK air units have a Combat Support Rating of ½. These units are allowed to fly Combat Support mission, regardless of AR 22.5 (unless reduced for weather). Note that this means it requires 2 aircraft to obtain a DRM (assuming no effect from ADF).

# 12.0 Hardened Targets

### [23.0 Advanced]

Some targets in the game are considered “hardened” targets and have their own Terrain row on the Strike Table. These represent targets that are underground or specially protected and reinforced against air attacks.

In addition to those listed in the rules, all installations in the DPRK except ports are considered Hardened targets.

[Treat all Ports as Hardened Targets when attacked by Theater Warfare Assets.](#)

# 13.0 Theater Warfare Assets

### [26.0 Advanced]

## 13.1 U.S. and Chinese Cruise Missiles

The U.S. and Chinese are assigned a number of Cruise Missile points at the beginning of a scenario. Use the appropriate marker to record this on the General Records Track. Each time a Cruise Missile attack is initiated, decrement the appropriate Cruise Missile marker by one. Once all points have been used, no more Cruise Missile attacks may be initiated.

Each US and Chinese CV/CVN or SAG unit in an all-sea hex of the map or In Shore Box has the capacity to launch one Cruise Missile Strike *per Strike Phase*.

Each US AMPH unit in an all-sea hex of the map has the capacity to launch one Cruise Missile Strike *per game turn*.

Each B-52, B-1, and B-2 unit in the game may launch one Cruise Missile attack *per game turn*. Move the air unit used immediately to the Flown Box, no Interception or ADF is allowed.

The PRC may make one Cruise Missile attack, per Strike Phase, from bases in China (i.e., simply decrement the PRC Cruise Missile marker by one and make the attack).

**Design Note:** These attacks represent roughly ten missiles each individually targeted and programmed to fly different courses to the target. They are flying at very low altitude with terrain following capabilities providing a high degree of protection from detection or attack. Given the DPRK's lack of AWACS and their paucity of look-down/shoot-down missile armed aircraft, it's hard to imagine a situation where at least half of the missiles would not reach the target. Thus, in game terms, though this rule might change if we do other games based on this system, Cruise Missiles are virtually invulnerable. The adverse DRM applied to PRC strikes represents both the onboard targeting systems and, depending on the target, superior detection and anti-missile defense capabilities.

## 13.2 DPRK SCUDs

### [Advanced]



Each Advanced Game scenario will assign the DPRK a number of SCUD points. Use the appropriate marker to record this on the General Records Track. Each time a SCUD attack is initiated, decrement the marker by one.

### 13.2.1 Targets

SCUDs may be used to target any Installation, Airfield, detected Supply Depot, [Air Defense Tracks](#), or detected Supreme HQ. In addition, SCUDs may be used to target Japan [13.2.4].

### 13.2.2 Allocation

The DPRK player announces the targets, decrements the marker on the General Records track, and resolves the strike using the [SCUD](#) column on the Strike Chart and the appropriate DRMs.

### 13.2.3 SCUD-busting

The US/ROK player may target the SCUD marker exactly as if it were an Air Defense Track. The result indicates the number of points lost; i.e., spaces the marker is moved down the track.

### 13.2.4 Japan

The DPRK may target the Japan Basing Box as if it were an Airbase. If a result is obtained, roll for Collateral Damage normally, but do not mark the Japan Basing Box with Strike or Destroyed markers.

**13.2.4.1 Japanese Activation:** The first SCUD attack on the Japan Basing Box will automatically bring Japan into the conflict at Full Intervention levels.

## 13.3 Theater Warfare Allocation and Resolution

[Players must allocate all of their SCUD and/or Cruise Missile strikes before resolving them. Allocation can remain alternating.](#)

# 14.0 UN Resolution Veto

If the PRC's National Posture is Moderate or Aggressive, then the player who controls the PRC may veto the Resolution. If that player chooses not to do so, then the player who controls the U.S. may veto the Resolution.

*“Die for a tie.”*

Korean War slogan

## 15.0 Optional Rules

Choosing to implement an optional rule results in adding VP for the appropriate side, if indicated.

### 15.1 Air Cushion Vehicles (ACV Hexside)

[Standard/Advanced; +5 VP ROK/US]

Two DPRK Light Infantry brigades per friendly Movement Segment may use Amphibious Transport by Air Cushion Vehicles (ACVs). ACVs allow transporting units to cross specified all-water hexsides.

In order to utilize ACV transport, the Light Infantry unit must begin the friendly Movement Segment in one of the following hexes: N2518, N2619, or N2718. The unit(s) may then utilize ACV transport to cross one all-water hexside into any adjacent enemy hex that is free of enemy ground units. Possible movement paths are marked on the map. The move costs the Light Infantry unit three MPs.

*"Sow evil and reap evil."*

Japanese proverb

### 15.2 F-22 Raptor Deployment

[Advanced; +10 VP DPRK]

Players will note that the F-22 Raptor counters included in the game are marked as optional units. This is because, with recent decisions cutting further procurement, the Air Force has decided that, operationally, they will mix elements of F-22s with elements of F-15s as a force multiplier and enhancement mechanism. Therefore, the actual F-15 counters have upgraded abilities in the normal version of the counter. This optional rule allows the players to experiment with operationally deploying full F-22 squadrons. Replace the normal F-15 air superiority (5\*\*-0-0) counters with the optional F-15 counters (5\*\*-0-0) and include the F-22 counters in the force mix. Both F-22 counters enter as reinforcements when the first F-15 reinforcements arrive.

### 15.3 USMC F-35s

[Advanced; +5 VP DPRK]

The U.S. player may replace one of the Marine F-18s with the optional Marine F-35 instead.

### 15.4 USN F-35Cs

[Advanced; +5 VP DPRK]

The US/ROK player may replace any one F/A-18E/F per carrier with one of the optional F-35Cs instead.

### 15.5 Security Leaks

#### 15.5.1 OPLAN 5029

[Standard/Advanced; +5 VP ROK/US]

In late 2009, the news reported that the DPRK had stolen an outline of the U.S. and ROK's plans in case of a pre-emptive strike by the DPRK. The DPRK player may use this rule to either gain an additional column shift on those turns in which he is given a

column shift for surprise or gain an additional combat segment in which the column shift will apply. The DPRK player must state which option he is choosing before the game begins.

#### 15.5.2 OPLAN 3600

[Advanced; +5 VP ROK/US]

In late 2011, the ROKAF lost plans detailing its warplan support and defense of bases. The DPRK player may use this rule to gain an additional -1 DRM to SOF Raids against Airbases and/or Airfields on Game Turn 1.

### 15.6 USMC AH-1Z Wild Weasel

[Advanced; +3 VP DPRK]

The USMC AH-1Z has the capability to carry ARMs (Anti-Radiation Missiles). Players using this optional rule may allow USMC AH-1Z to conduct Wild Weasel Strikes against Detection and SAM tracks.

### 15.7 Close Air Support Restrictions

[Advanced]

Players may agree that Close Air Support missions may only be performed by air or helicopter units of the same nationality as at least one of the attacking and/or defending units.

#### 15.7.1 Chinese Restrictions

As an additional optional rule (usable alone or in conjunction with the above), the Chinese may ever only commit a single air unit to CAS missions.

Design Note: The PLAAF and PLA do not appear to have embraced CAS as a whole-hearted doctrine given their weapon load out choice and reliance on SSMs. If players wish to operate with Chinese doctrine, then invoke this rule.

### 15.8 Japanese Ground Forces

[Standard/Advanced]

While Japanese ground forces are listed on the Allied Reinforcement Chart and referenced as part of the International Posture Matrix, they are only available if both players opt to allow them according to this rule. When Japanese ground forces become available, they are placed in the Japan Base box. They may only enter South Korea if 3 or more Urban hexes of Seoul are controlled by the DPRK player AND there are in supply DPRK units south of the Sxx12 row; i.e., they are in any xx13 or greater hex.

Design Note: This represents the fact that there is still some lingering resentment over the brutal Japanese occupation of Korea. While this situation is on the mend, it is highly unlikely that the Koreans would willingly tolerate a Japanese army on their soil except in the most dire of circumstances.

### 15.9 Allied Response to Chemical Attack

[Advanced]

Once the DPRK initiates Chemical Weapons use, the ROK player may respond in the next turn (place the SK markers on the next Game Turn as a reminder).

Design Note: No known ROK chemical weapons program exists. This rule posits the existence of a secret stockpile.



### 15.10 DPRK Nuclear Strike

[Advanced]



The DPRK player may, at his option, declare a nuclear strike against Busan before the game begins. This has the following effects:

- The Busan off-map box is no longer usable (note that this means GSR 2.5 will be in effect).
- Any units in Busan are destroyed.
- Any ROK reinforcements scheduled to arrive in Busan are automatically destroyed.
- The ROK player must immediately eliminate 2 random air units that are in the Ready, Flown, or Aborted box in the ROK. Note that this does not count as a destroyed Air Base for the purposes of Step 1b of the Air Superiority Step in the AIR/NAVAL Phase.
- Immediately add 50 US/ROK VP.
- There is no possibility of a UN Resolution, skip this step in the Sequence of Play.
- Optional rule GSR 15.8 is automatically invoked to allow Japanese Ground Forces to operate in the peninsula and the conditions for employment are waived (they may enter the peninsula without restriction). Place any Japanese units available according to the Reinforcement Chart in Japan. Consider Japan to have intervened at the Full Intervention level.
- **UN units may, additionally, avoid Isolation by tracing to any road hex free of enemy units or ZOCs which leads off the south map edge.**

Design Note: While the U.S. response to such a strike is impossible to predict, the effects of such a strike would hamper the defense of the peninsula atrociously. This option allows player to explore the effects while assuming that the U.S. is either debating a response while war wages or apathetic.

### 15.11 Refugees (Internally Displaced Persons)

[Standard/Advanced]

If this rule is in effect, the road net in the ROK (i.e., any road south of the DMZ) is clogged with people fleeing the embattled forces in and around the DMZ. The effects are as follows:

|                     |  |
|---------------------|--|
| <b>GT 1</b>         | Secondary Roads are treated as hex terrain.<br>Primary Roads are treated as Secondary.<br>Highways are treated as Primary. |
| <b>GT 2 &amp; 3</b> | Secondary Roads are normal.<br>Primary Roads are treated as Secondary.<br>Highways are treated as normal.                  |
| <b>GT 4</b>         | All Roads are normal.  |

Design Note: While the ROK police and paramilitary forces along with the ROKA MPs practice and are brutally efficient at keeping the roads cleared. This option is intended to simulate that with real fear from a real invasion will come real resistance to “stay-at-home”

orders (especially given intensive shelling of Seoul) and restricted movement.

### 15.12 U.S. Readiness

[Standard/Advanced]

*“In a sense, population-centric counterinsurgency has perverted a better way of American war which has primarily been one of improvisation and practicality.”*

Gian P. Gentile, A Strategy of Tactics:  
Population-centric COIN and the Army

Players may agree to reduce U.S. Army units’ Efficiency Ratings by 2 for the duration of the scenario.

Design Note: This represents U.S. forces having concentrated on COIN (Counter-insurgency) operations to the detriment of force readiness training.

### 15.13 U.S. National Defense Budget Cuts

[Standard/Advanced]

Congress repeals the Budget Control Act of 2011 that slashed the national defense budget by a trillion dollars. If this option is chosen by mutual agreement:

- The following reinforcements are available: 1 x A-10C in H, I, and N, 1 x F-16D in T, and 1 x B-52H in L, P, and V on the Master Allied Reinforcement Chart.
- Apply a –2 DRM to the arrival roll [16.2.1.4].

### 15.14 PRC Intervention

[Standard; +20 VP ROK/US]

The DPRK player may additionally include the following PRC forces in the “16.1.5 Militarized Zone”, “16.1.6 All In”, or “16.1.7 They Did What?” scenarios as follows:

Reinforcement Schedule:

| GT       | PRC                 |
|----------|---------------------|
| <b>3</b> | 1 x SAG             |
| <b>4</b> | 39th GA, 1 x Zhi-10 |
| <b>8</b> | 40th GA, 1 x Zhi-10 |

All enter along the North map edge; Helos may be placed at any friendly Airfield/Airbase.

In addition, starting on GT3, the DPRK player adds +5 to the Air Points generated each turn. (Note, this is doubled to +10 if using 29.1.1).

*“If the best minds in the world had set out to find us the worst possible location to fight this damnable war politically and militarily, the unanimous choice would have been Korea.”*

Dean Acheson (Secretary of State 1943-1953)

## 16.0 Scenarios

Scenarios are divided into two types: Standard and Advanced. Standard scenarios generally examine smaller actions within only a portion of the map, use fewer playing pieces, and are shorter although there are also several full map, full game scenarios. They are intended to be played with only the Standard Game Rules. Advanced Scenarios involve the entire map, use all the pieces (potentially), and will take longer to play. They are further sub-divided into three variations: Strategic Surprise, Tactical Surprise, and Extended Buildup. In addition, there is an International Posture Matrix which will determine if, when, and with how much other nations will intervene in a contest on the Korean Peninsula.

Where not specified, Game Length of each scenario is 16 Turns (approx. 8 weeks).

**Note:** In all scenarios, ROK/Allied player sets up first. In half-map scenarios, partial hexes along the edges are playable.

### 16.1 Standard Scenarios

Standard Scenarios are intended to be played using the Standard Rules except where noted in the Scenario Special Rules (SSRs).

#### 16.1.1 Seoul Train

*This scenario represents the DPRK drive south from Kas-eong on Seoul. It uses only a portion of the map and units and has special Victory Conditions.*

**Game Length:** 4 Turns (2 weeks)

**Play Area:** Use only the North map. No movement is allowed east of N30xx, or, west of N27xx south of the DMZ.

**Exception:** Units which start outside of the play area may move in. Helicopter units may base in any Airbase/Airfield on the map.

**Initial Setup:**

**DPRK:** II Corps, IV Corps, 815 Mech. Corps, 17 Sniper Bde, 38 Abn Bde, 81 LI Bde; 1 x Mi-24D; 2 x Airmobile Points

**Tunnels:** 3

**ROK:** VII Corps, I Corps, 5 ID/VI Corps; 1 x Combat Outpost [2.2]; 2 x AH-1

**Reinforcements:**

**GT1:** Place 1st BCT / 2nd ID (US) in N3121 (Hanam) at the beginning of the Reaction Movement Segment having spent 1 MP **or** in any Highway hex leading off the south map edge having spent 0MP.

**GT1 Reinforcement Segment:** Place the 2nd ID helicopters in any friendly airfield or airbase.

**Scenario Special Rules:**

**1. Sea Control:** Sea Control is not applicable in this scenario. Skip all references to naval operations.

**2. Initiative:** The DPRK player has the Initiative for GT 1, 2, and 3. GT 4 is Contested.

**3. Surprise:** All DPRK attacks during GT 1 receive a one column shift right.

**4. Weather:** Weather is DPRK player's choice on GT1. If Storm is rolled, halve available air points for the ROK and round up. The DPRK receives no air points during Storm turns. Optionally, players may have clear weather for the entire scenario.

**5. ROK 5th ID:** This unit may not move or attack. DPRK player may attack this division; if forced to retreat, eliminate it instead. As long as the 5th ID remains in its hex, the DPRK must have 2 stacking points of units in N2916 by the end of each Movement Segment.

**6. Replacements:**

**DPRK:** 1 on GT1 and GT3

**ROK:** 1 on turn GT 2

**7. Air Points (Air Superiority is in []):**

| GT | DPRK      | ROK |
|----|-----------|-----|
| 1  | 3 [Adv.]  | 1   |
| 2  | 2 [Adv.]  | 1   |
| 3  | 1 [Cont.] | 2   |
| 4  | 1 [Cont.] | 2   |

**Optional:** Roll normally for Air Points using 1/3 of the rolled amount rounded up, but use the actual rolled values to determine Air Superiority.

**8. Air Points:** Air Points lost to ADF are not tracked as permanent losses. Airmobile Points are tracked as permanent losses.

**Victory Conditions:**

**Major DPRK Victory:** Control 3 Urban hexes in Seoul

**Minor DPRK Victory:** Control 2 Urban hexes in Seoul

**Draw:** Control 1 Urban hex in Seoul

**Minor ROK Victory:** no Urban hexes under DPRK control

**Major ROK Victory:** no non-DMZ hex under DPRK control

Destruction of all ROK ground units shifts Victory level one in DPRK favor. ROK control of a hex in the DPRK shifts Victory level one in ROK favor.

### 16.1.2 Uijeong-Blues

*This scenario represents the DPRK drive south along the Uijeongbu Corridor with the ultimate goal of seizing Seoul. It uses only a portion of the map and units and has special Victory Conditions.*

**Game Length:** 4 Turns (2 weeks)

**Play Area:** Use only the North map. No movement is allowed east of N36xx or west of N29xx.

**Exception:** Units which start outside of the play area may move in. Helicopter units may base in any Airbase/Airfield on the map.

**Initial Setup:**

**DPRK:** V Corps, 820 Mech. Corps, 60 Sniper Bde, 48 Abn Bde, 82 LI Bde; 1 x Mi-24D; 1 x Airmobile Point

**Tunnels:** 3

**ROK:** V Corps, VI Corps; 1 x Combat Outpost [2.2]; 1 x AH-1

**Reinforcements:**

**GT1 Initiative Reaction Movement Segment:** Place 3rd Arm Bde/1A in Uijeong (with no MP remaining) *or* in any road hex leading off the south map edge with 6MP remaining..

**GT1 Basic Reaction Movement Segment:** Place 11th ID/1A in N3419 (with no MP remaining) *or* in any road hex on the south map edge between N3522 and N4622 (with no MP remaining)

**GT1 Reinforcement Segment:** Place one of the 2nd ID Attack Helicopters in any friendly airfield or airbase.

**Scenario Special Rules:**

**1. Sea Control:** Not applicable in this scenario. Skip all references to naval operations.

**2. Initiative:** The DPRK player has the Initiative for GT 1, 2, and 3. GT 4 is Contested.

**3. Surprise:** All DPRK attacks during GT 1 receive a one column shift right.

**4. Weather:** Weather is DPRK player's choice on GT1. If Storm is rolled, halve available air points for the ROK and round up. The DPRK receives no air points during Storm turns. Optionally, players may agree to play the entire scenario as Clear.

**5. ROK 5th ID:** The ROK 5th ID/VI may not move (it's guarding against the units to the west. DPRK attacks against it receive an additional 7 attack combat factors (with a "+1" DRM for multi-corps if not already applicable). It is released from this movement restriction in the next movement segment after a DPRK unit has moved adjacent to it. During each Reorganization Phase, if not released, roll a die; on a 7-8, inflict a step loss on the 5th and retreat it one hex. On a 9, eliminate the division.

**6. Replacements:**

**DPRK:** 1 on GT2

**ROK:** 1 on GT3

### 7. Air Points (Air Superiority is in []):

| GT | DPRK      | ROK |
|----|-----------|-----|
| 1  | 3 [Adv.]  | 1   |
| 2  | 2 [Adv.]  | 1   |
| 3  | 1 [Cont.] | 2   |
| 4  | 1 [Cont.] | 2   |

**Optional:** Roll normally for Air Points using 1/3 of the rolled amount rounded up, but use the actual rolled values to determine Air Superiority.

**Victory Conditions:**

**Major DPRK Victory:** Control 1 Urban hex in Seoul

**Minor DPRK Victory:** Control Uijeongbu

**Draw:** Neither player achieves any level of victory.

**Minor ROK Victory:** Control Uijeongbu

**Major ROK Victory:** Control Dongducheon [N3116]

Destruction of all ROK ground units shifts Victory level up one. ROK control of a hex in the DPRK shifts Victory level one in ROK favor.

### 16.1.3 "East" Coast Highway

*This scenario represents the DPRK drive south along the narrow highway coastal highway on the East Sea (Sea of Japan). It uses only a portion of the map and units and has special Victory Conditions.*

**Game Length:** 4 Turns (2 weeks)

**Play Area:** Use only the North map. No movement is allowed west of N40xx. The boundary should follow the east side of the Bukhan River (North Han River), around Paro Lake and then south of the Han.

**Exception:** Units which start outside of the play area may move in. Helicopter units may base in any Airbase/Airfield on the map.

**Initial Setup:**

**DPRK:** 806 Mech Corps, I Corps, 61 Sniper Bde, 58 Abn Bde, 87 LI Bde; 1 x Airmobile Point

**Tunnels:** 2

**ROK:** II Corps, III Corps, VIII Corps (23rd ID sets up in N4822); 1 x Combat Outpost [2.2]; 1 x AH-1

**Reinforcements:**

**GT1 Initiative Reaction Movement Segment:** Place 1st BCT / 2nd ID (US) in N3121 (Hanam) having spent 1 MP *or* in any Highway hex leading off the south map edge having spent 0MP.

**GT1 Initiative Reaction Movement Segment:** Place 1st Marine Division (ROK) in any hex along the south map edge between N3922 and N4822 (Gangneung) with no MP remaining.



**GT1 Reinforcement Segment:** Place the 2nd ID helicopters in any friendly airfield or airbase.

Special Scenario Rules:

**1. Sea Control:** Not applicable in this scenario. Skip all references to naval operations.

**2. Initiative:** The DPRK player has the Initiative for GT 1, 2, and 3. GT4 is Contested.

**3. Surprise:** All DPRK attacks during GT 1 receive a one column shift right.

**4. Replacements:**

**DPRK:** 1 on GT2

**ROK:** 1 on GT3

**5. Weather:** Weather is DPRK player's choice on GT1. If Storm is rolled, halve available air points for the ROK and round up. The DPRK receives no air points during Storm turns. Optionally, players may agree to play the entire scenario as Clear.

**6. 23rd ID/V:** The first time 23rd ID/V moves, it is considered to have already used 3 movement points.

**7. 7th ID/II:** The ROK 7th ID may not enter the DPRK until after it has reached a playable hex.

**8. Air Points (Air Superiority is in []):**

| GT | DPRK      | ROK |
|----|-----------|-----|
| 1  | 3 [Adv.]  | 1   |
| 2  | 2 [Adv.]  | 1   |
| 3  | 1 [Cont.] | 2   |
| 4  | 1 [Cont.] | 2   |

**Optional:** Roll normally for Air Points using 1/3 of the rolled amount rounded up, but use the actual rolled values to determine Air Superiority.

Victory Conditions:

**Major DPRK Victory:** Control Chuncheon and Gang-neung.

**Minor DPRK Victory:** Control either Chuncheon or Gang-neung.

**Draw:** If neither side meets a victory condition OR both sides meet their Minor Victory Condition.

**Minor ROK Victory:** Control Yang-gu.

**Major ROK Victory:** Control Chuncheon and Gangneung.

Destruction of all ROK ground units shifts Victory level up one. ROK control of a hex in the DPRK shifts Victory level one in ROK favor.

#### 16.1.4 Inchon Again (a.k.a. "MacArthur Lets it Ride")

*This scenario represents the Allied counterattack starting with a déjà vu Amphibious action against Inchon. It uses only a portion of the maps and units and has special Victory Conditions.*

**Play Note:** This scenario is a tough one for the U.S. A regiment is taking on 2+ division equivalents. Players should remember that the primary purpose of the scenario is to familiarize them with amphibious operations. To make it more interesting, add in the 13th or 15th MEU (or both) with another AMPH and return all reduced DPRK units to full strength.

**Game Length:** 1 Turn

**Play Area:** Use both maps. No movement is allowed north of Nxx19, south of Sxx03, east of S28xx.

Initial Setup:

**DPRK:** N2522 - 8/II ID (reduced); S2300 - 28/IV ID; S2400 - ?/IV Arm Bde; S2501 - ?/815 Mech Bde (reduced) + ?/815 LI Bde; S2402 - 33/IV ID (reduced)

**US:** III MEF [GSR3.3.2]; 1 x AH-1Z; 1 x AMPH; 1 x CVBG (all start in Yellow Sea In-Shore Box).

Special Scenario Rules:

**1. Sea Control:** U.S. Controls Yellow Sea At Sea and In Shore Boxes.

**2. Initiative:** The U.S. has Initiative for the turn.

**3. Replacements:** None.

**4. Weather:** Clear.

**5. Air Points (Air Superiority is in []):**

| GT | DPRK | US/ROK          |
|----|------|-----------------|
| 1  | 1    | 4 [Superiority] |

Victory Conditions:

**Major DPRK Victory:** No US units are in land hexes.

**Minor DPRK Victory:** Control Inchon.

**Draw:** If neither side meets a victory condition OR both sides meet their Minor Victory Condition.

**Minor US Victory:** No DPRK units in or adjacent to Inchon.

**Major US Victory:** Control Inchon.

#### 16.1.5 Militarized Zone

*This scenario represents the opening turns of a full scale assault all along the DMZ. It uses only a portion of the map and units and has special Victory Conditions. This is, essentially, a combination of "Seoul Train," "Uijeong Blues," and "East Coast Highway."*

**Game Length:** 4 Turns (2 weeks)

**Play Area:** Use only the North map. No movement is allowed west of N27xx south of the DMZ.

Initial Setup:

**DPRK:** I, II, IV, V, 806, 815, 820 Corps, 61 Sniper Bde, 58 Abn Bde, 87 LI Bde, 17 Sniper Bde, 38 Abn Bde, 81 LI Bde, 60 Sniper Bde, 48 Abn bde, 82 LI Bde, 2 x Mi-24D; 4 x Airmobile Points; 4 x Combat Outposts [2.2]

**Tunnels:** 8

**ROK:** I, II, III, V, VI, VII, VIII Corps (23rd ID sets up in N4822); 5 x Combat Outposts [2.2], 4 x AH-1

**Reinforcements:**

**GT1 Initiative Reaction Movement Segment:** Place 1st BCT / 2nd ID (US) in N3121 (Hanam) having spent 1 MP OR in any Highway hex leading off the south map edge having spent 0MP. Place 3rd Arm Bde/1A in Uijeong (with no MP remaining) *or* in any road hex leading off the south map edge with 6MP remaining. Place 1st Marine Division (ROK) in any hex along the south map edge between N3922 and N4822 (Gangneung) with no MP remaining.

**GT1 Basic Reaction Movement Segment:** Place 11th ID/1A in N3419 (with no MP remaining) *or* in any road hex on the south map edge between N3522 and N4622 (with no MP remaining).

**GT1 Reinforcement Segment:** Place the 2nd ID helicopters in any friendly airfield or airbase.

**Special Scenario Rules:**

- 1. Sea Control:** Not applicable in this scenario. Skip all references to naval operations.
- 2. Initiative:** The DPRK player has the Initiative for GT 1 and 2.
- 3. Initiative VPs:** 18. Note, players should track VP earned in each of Turns 2 and 3 in order to determine Initiative for Turns 3 and 4.
- 4. Surprise:** All DPRK attacks during GT 1 receive a one column shift right.
- 5. ROK 23rd ID/VIII:** The first time ROK 23rd ID/VIII moves, it is considered to have already used 3 movement points.

**6. Replacements:**

**DPRK:** 1 per turn  
**ROK:** 1 per turn GT 3+  
**U.S.:** 0 per turn on GT 1-4

**7. Air Points:** Roll for Air Points normally.**Victory Conditions:**

The DPRK player earns Scenario Points for the following conditions:

- +1 for each Urban hex of Seoul controlled
- +1 for control of Uijeongbu
- +1 for control of Chuncheon
- +1 for control of Gangneung
- +3 for complete destruction of all ROK ground forces
- 1 for each hex north of the DMZ controlled by the ROK

Victory is determined as follows:

|      |                    |
|------|--------------------|
| ≥ 6  | DPRK Major Victory |
| 4-5  | DPRK Minor Victory |
| 2-3  | Draw               |
| 0-1  | ROK Minor Victory  |
| ≤ -1 | ROK Major Victory  |

**Play Note:** These Victory Points are different from the ones used in the normal game rules to determine Initiative and victory. These are only for determining victory in this scenario.

**16.1.6 All In**

*This scenario is simply an expanded Militarized Zone scenario. Players use the full map, all Standard Game units (i.e., not HQs, Arty, or Air Units) in their normal setup hexes, and the full Victory Conditions [SR12.0]. This is, in effect, the full Standard Game Campaign Scenario.*

**Setup:**

**DPRK:** All non-Reinforcement DPRK units set up in the hex printed on their counter. Units with no hex printed may set up anywhere in the DPRK. III Corps PMTU **brigades** begin in their setup hex. The 108th and 425th Mech Corps begin the game in their respective Reinforcement hexes. Helos may set up in any Airfield/Airbase in the DPRK. The DPRK AMPHs set up in Chinnamp'o and Wonsan. 4x Airmobile Points. 8 Tunnels. 4 x Combat Outposts [2.2].

**ROK:** All non-Reinforcement units set up in the hex printed on their counter. The ROK AMPH unit may set up in any ROK port. The ROK Helos may set up at any Airfield/Airbase in the ROK. The U.S. 2nd Division BCT may set up anywhere with 2 hexes of Daegu. The 2nd ID AH-64s set up as indicated on their counter. The USMC 1/3, 2/3, 3/3, LAR, 3-R, 1/4, and 1 AH-1Z (C) along with an AMPH unit is setup in Japan or any At Sea Box. The 1/82nd AB bde may set up in any Airbase in the ROK. The Japanese 1st Abn Bde and AH-64, if available, may set up in an Airbase in the ROK. 8 x Airmobile Points. 5 x Combat Outposts [2.2]. **1 x US CVBG may set up in Japan or any At Sea box.**

**Special Scenario Rules:**

- 1. Sea Control:** The DPRK has control of all At Sea and In Shore boxes. Roll for control normally.
- 2. Initiative:** The DPRK player has the Initiative automatically on GT1 and GT2.
- 3. Initiative VPs:** 20.
- 4. Automatic Victory VPs:** +105 or more
- 5. Surprise:** All DPRK attacks during GT1 receive a one column shift right bonus.
- 6. Replacements:**

**DPRK:** 2 per turn  
**ROK:** 1 per turn GT 3+  
**U.S.:** 0 per turn on GT 1-4; 1 per turn GT5+
- 7. Air Points:** Roll for Air Points normally.
- 8. Victory Levels:**

|              |       |
|--------------|-------|
| Overwhelming | 100+  |
| Decisive     | 70-99 |
| Substantive  | 40-69 |
| Marginal     | 16-39 |
| Draw         | 0-15  |

## Reinforcement Schedule:

**DPRK:**

- GT2 VII Corps (2 x Mot Inf Div, 1 Arm Bde, 1 LI Bde), 2 random PMTU brigades
- GT3 VIII Corps (2 x Mot Inf Div, 1 Arm Bde), 2 random PMTU brigades
- GT4 X Corps (3 x Inf Div), XI Corps (3 x PMTU Inf Bde), 4 x random RG Inf Bde, remaining PMTU brigades
- GT5 IX Corps (2 x Inf Div, 1 x PMTU Inf Bde), 4 x random RG Inf Bde
- GT6 4 x random RG Inf Bde
- GT7 all remaining RG Inf Bde

**ROK:**

- GT3 D
- GT4 E; 4 x random "M" units
- GT5 F; 4 x random "HR" units
- GT7 G & H; 6 x random "M" units
- GT9 I & J; all remaining "M" units
- GT10 K
- GT11 L
- GT13 M & N; all remaining "HR" units
- GT14 O
- GT15 P

**16.1.7 They Did What? (a.k.a. "Almond's Folly")**

*This scenario posits a ROK assault north against a more or less unprepared DPRK. The ROK forfeits any and all U.S. support in a bid to solve its own problem.*

*Players can either play this scenario as a 4 turn short scenario (use the setup from "Militarized Zone") or as a full game scenario (use the setup from "All In").*

**1. Initiative:** The ROK player has the Initiative for GT 1 and 2.

**2. Initiative VPs:** 16.

**3. Surprise:** All ROK attacks during GT 1 receive a one column shift right.

**4. Replacements:**

**DPRK:** 1 per turn GT2+

**ROK:** 1 per turn

**5. Air Points:** Roll for air points normally, but halve the result (round down) for the ROK. In addition, on GT1 and GT2, reverse the results for the DPRK and ROK air; i.e., on GT1 a roll of 1 for the ROK results in 12 Air Points while a roll of 3 for the DPRK results in 3 Air Points.

**6. Victory Conditions:** The ROK wins if it occupies any Urban hex in Pyongyang. Any other result is a DPRK win.

**16.2 Advanced Scenarios**

Advanced Scenarios are intended to be used with the Advanced Rules. Before starting an Advanced Scenario, players must consult the International Posture Matrix to determine the level of International Intervention.

Design Note: Mark Herman has graciously allowed us to use a version of his International Posture matrix mechanics from Flashpoint: Golan.

**16.2.1 International Posture Matrix**

The International Posture Matrix determines the international climate in which a scenario is played as a function of the policy postures of the primary players in the Korean Peninsula: U.S., the PRC, and Japan. The United States and Commonwealth forces are considered to be automatically involved, although their level of involvement (mostly represented in the form of Reinforcement schedules) is determined by scenario; however, the U.S.'s posture must be determined for other purposes.

**16.2.1.1 Determine International Posture:** Consult the Posture Table. For each nation, U.S., the PRC, and Japan, roll a die to determine the attitude of each "faction:" Administration, Military, and Popular Vote. Each die roll indicates the leanings of that particular faction and gives a numerical value associated with it; i.e., Dove (-1). Add together the three values and consult the Posture Result Table to determine whether a nation is Passive, Moderate, or Aggressive.

**16.2.1.2 Determine International Intervention Level and UN Resolution DRM:** For each nation, the PRC and Japan, cross reference the Posture determined above with the scenario being played in the International Posture Matrix to determine each nation's intervention level in the war and the DRM (keep only the highest resulting DRM) which will be applied to the UN Ceasefire roll.

**16.2.1.2.1 Intervention Levels:** The various levels of intervention correspond to the amount of force each nation is willing to risk in the conflict as determined by their posture and their surprise (i.e., scenario). The level of intervention is as follows:

**16.2.1.2.2 No Intervention:** No forces of that nation may be involved.

**Exception:** Japan always provides 2 Supply Points per turn regardless of Intervention Level.

**16.2.1.2.3 Supplies:** The nation provides the following specified amount of Supply Points per turn:

PRC = 2 Supply Points and 1 SCUD Point per turn

JPN = 2 Supply Points per turn

**16.2.1.2.4 Special Forces Intervention:** Those nations for which Special Forces counters exist, may use those counters for all missions applicable to Special Forces.

**16.2.1.2.5 SF + Aerial Intervention:** Place those nation's air unit counters in their appropriate national basing areas in the Ready box. Such units may conduct all missions normally. Note that Aerial Intervention also includes Special Forces Intervention.



**16.2.1.2.6 Full Intervention:** All of a nation's forces (and supply points if applicable) are available for use as indicated in the rules and any Scenario Special Rules. Note, that, while Japanese ground forces are listed, they are only available by optional rule.

**16.2.1.2.7 Wider Conflict:** When China intervenes with SF + Aerial Intervention or Full Intervention, the US/ROK play may modify the arrival die roll [16.2.1.4] by expending Victory Points. For each 3 VP spent in this way, modify the DR by -1. The US/ROK player may make the determination to spend VP in this manner after seeing the die roll. They may not spend VP they do not have. However, rather than being delayed, the Reinforcements are diverted to Taiwan and no longer available.

**Optional:** If the DPRK VP is equal to or greater than double the Allied VP OR the DPRK player controls an Urban hex in Seoul, the Allied player automatically receives the reinforcements for that turn. There is no die roll or VP penalty.

Design Note: The U.S. intervention level is set by the scenario. If the PRC enter the war, we see this only as a distraction as they also choose to invade Taiwan at that time knowing that the U.S. will be stretched to protect both at the same time.

**16.2.1.3 China Provoked:** At the instant any U.S. ground unit is in a hex north of the DMZ roll one die. On a 2 or less, China automatically intervenes with Full Intervention and receives forces as if this were GT1 in the ensuing Reinforcement and Replacement Phase. Roll again in each subsequent Reinforcement and Replacement Phase (including the turn the violation first occurred) in which a unit remains north of the DMZ.

**16.2.1.4 U.S. and Commonwealth Arrival Rolls:** Each Reinforcement box on the Master Allied Reinforcement has a number. If the Allied player rolls less than or equal to this number, the reinforcements listed arrive as planned. Otherwise, they have been delayed and arrive in the next turn. This also changes the schedule for following reinforcements to be delayed by a turn. Note that this applies only to U.S. and Commonwealth forces.

**16.2.1.5 PRC Special Rules:** The following rules apply whenever the PRC intervenes.

**16.2.1.5.1 Airborne Capability:** The PRC may only use Airborne Movement for a maximum of one Airborne division in any given turn.

**16.2.1.5.2 Special Amphibious Movement:** The 1st Amphibious Mechanized Infantry Division (1st Group Army) may, once per game, use a special type of Sea Movement to be placed in any PRC/DPRK controlled port or beachhead in the Yellow Sea Zone during any non-Storm, eligible movement phase in which the US/ROK does not control the In Shore box of the Yellow Sea. If the In Shore Box is contested, then a Contested Sea Move is conducted.

**16.2.1.5.3 Naval Units:** PRC Naval units may enter from off map directly into the Yellow Sea In-Shore Box as well as the At Sea Box.

**16.2.1.6 Japanese Intervention:** In all scenarios in which Japan intervenes with Aerial Intervention, its SAG starts in the Japan Holding Box (if available from the Reinforcement Schedule)

and half of each type of Air Unit sets up in the Japan Basing Box. [see also GSR 7.2.2]

## 16.2.2 Strategic Surprise

*The Strategic Surprise Scenario examines the ROK's and U.S.'s worst nightmare. In this nightmare, relations between the DPRK and ROK appear amicable. Reunification even appears to be a viable possibility. The U.S. is involved in both internal political navel gazing as well as involved in numerous Global War On Terror actions around the globe. Quietly, however, after the death of Kim Jong Il, a struggle develops within the DPRK politico-military landscape. The hard-liners eventually win out and, convincing Kim Jong Un that he must show a strong hand, decide that only unification through force can assure their primacy.*

*Taking even stricter measures of security and secrecy than before, preparations are made for an out of the barracks assault on the ROK. Minimal logistical buildup is conducted, and the assault will be won, or lost, on the strength of existing stockpiles and whatever can be scraped up in the interim. The strategy depends on a lightning fast offensive, indisputable gains in the field, and mastery of a good portion of the Korean Peninsula before the ROK's allies, and especially the U.S., can muster enough reinforcing strength to repel them. The DPRK has the potential to achieve Air Superiority in the first few days. Though they are under no illusions of being able to keep it, they hope that it will provide enough of an effect to achieve their aims.*

*The ROK's chances of survival are grim. Without the massive aid and reinforcements provided by a fully prepared United States, the qualitative advantage the ROKA has over the NKPA may not be enough to save the country from being completely overrun. They will be fortunate to be able to maintain another Busan Perimeter in the face of modern weaponry and the furious assault to come.*

### DPRK Scenario Specifications

**Allocations:** 7 Chemical Weapons Points; 40 Supply Points; 4 Airmobile Points; 6 Special Forces counters; 8 Tunnels (optional); 4 Combat Outpost markers [2.2]; 3 Supply Depots [19.4]; 20 SCUD Points [13.2]

**Air Defenses:** Detection - 8; SAMs - 9; AAA - 3

**Replacement Points:** 2 per turn on GT2+.

**Setup:** All non-Reserve DPRK units set up in the hex printed on their counter. Units with no hex printed may set up anywhere in the DPRK. All DPRK air units begin in the DPRK Ready box. Helos may set up at any Airfield/Airbase in the DPRK. The DPRK AMPHs may set up in any DPRK port.

### Reinforcement Schedule:

**NOTE:** Non-PMTU/RG Reinforcements are *not* available if the PRC is Passive.

- |     |  |
|-----|--|
| GT2 | 425th Mech Corps (5 Mech Inf Bdes); 108th Mech Corps (5 Mech Inf Bdes); 2 x SOF Markers  |
| GT3 | VII Corps (2 x Mot Inf Div, 1 Arm Bde, 1 LI Bde), 3 random PMTU Inf Bde; 2 x SOF Markers |

- GT4 VIII Corps (2 x Mot Inf Div, 1 Arm Bde), 4 random **PMTU Inf Bde**; 2 x SOF Markers
- GT5 X Corps (3 x Inf Div), XI Corps (3 x **PMTU Inf Bde**), all remaining **PMTU Inf Bde**, 4 x random RG Inf Bde
- GT6 IX Corps (2 x Inf Div, 1 x **PMTU Inf Bde**), 4 random RG Inf Bde; 1 x SOF Marker
- GT7 4 x random RG Inf Bde; 1 x SOF Marker
- GT8 All remaining RG Inf Bde

#### ROK and Allies Scenario Specifications

**Allocations:** 3 ROK Chemical Weapons Points; 30 Supply Points; 8 Airmobile Points; 3 ROK Special Forces counters; 1 U.S. Special Forces counter; 1 Commonwealth Special Forces counter; 3 Combat Outpost markers [2.2]; 2 Supply Depots [19.4]

**Air Defenses:** Detection – 7; SAMs – 6; AAA – 2; AWACS Advantage – 1

#### Replacements:

**ROK:** 1 per turn GT 3+

**U.S.:** 1 per turn GT5+

**Setup:** All non-Reserve (“M” and “HR”) ROK units setup in the hex printed on their counter. ROK air units set up in the ROK Ready box. The ROK AMPH unit may set up in any ROK port. The ROK Helos may set up at any Airfield/Airbase in ROK. The U.S. 2nd Division BCT and HQ may set up anywhere with 2 hexes of Daegu. The 2nd ID AH-64s set up as listed on their counter. USAF: 2 x F-16D, 1 A-10C setup in the ROK; 1 x F-15C, 1 x F-16D setup in Japan.

#### Reinforcement Schedule:

- GT1 A
- GT2 B
- GT3 C
- GT4 D; 4 x random “M” units; IX, XI, and CDC HQs
- GT5 E
- GT6 F; 4 x random “M” units
- GT7 G; 4 x random “HR” units
- GT8 H; all remaining “M” units
- GT9 I; 4 x random “HR” units
- GT10 J; all remaining “HR” units
- GT11 K
- GT12 L
- GT13 M
- GT14 N
- GT15 O
- GT16 P

#### PRC Scenario Specifications

10 Cruise Missile Points

The PRC use the following Reinforcement Schedule:

- GT4 1 x AMPH, 1 x SAG, 1 Marine Inf Bde, 43rd Airborne Division, 1 x J-10, 1 x J-11B, 1 x Su-30MKK, 2 x SOF; 2 x Airmobile Points

GT5 39th GA, 1 x Zhi-10

GT6 1 x AMPH, 1 x CVBG, 2 Marine Arm Bde, 44th Airborne Division; 1 x Airmobile Point

GT8 1st Amphibious Mechanized Infantry Division, 1 x JF-17, 1 x Su-30MK2

GT9 40th GA, 1 x Zhi-10, 1 x CVBG, 1 x J-10, 1 x JF-17

GT11 38th GA

GT13 12th GA

GT15 1st GA

GT16 45th Airborne Division; 1 x Airmobile Point

#### Scenario Special Rules:

**1. US/ROK Prior to Play:** Prior to the beginning of play, the US\ROK player must randomly choose half (rounded up) of each aircraft type (i.e., F-15K, KF-16C, F-4D, A-50, etc), regardless of basing, and place them in the Flown box. These are unavailable on GT1.

**2. DPRK Prior to Play:** Prior to the beginning of play, the DPRK may conduct 10 SCUD attacks at any eligible targets. Damage to Airbases/Airfields counts for Steps a. and b. of the Air Superiority Sortie Step for GT1.

**3. GT 1:** On GT 1, during the Special Forces Phase, the DPRK player may conduct two SOF Phases and allocate its Special Forces counters twice. Allocate all available counters, resolve the missions (do not roll for survival—all automatically survive), then re-allocate and resolve again. Roll for survival as normal.

**4. SOF:** ROK and Allied Special Operations Forces may only perform Reconnaissance, Targeting, and Detection Track attack missions on GT1.

**5. DPRK GT1 Attacks:** All DPRK attacks on Game Turn 1 receive a bonus of two column shifts right on the CRT.

**6. GT1 Initiative:** The DPRK has the Initiative automatically on Game Turns 1 and 2.

**7. Initiative VPs:** 18

**8. Automatic Victory VPs:** +120 or more

#### 9. Victory Levels:

|              |         |
|--------------|---------|
| Overwhelming | 130+    |
| Decisive     | 100-129 |
| Substantive  | 70-99   |
| Marginal     | 26-69   |
| Draw         | 0-25    |

#### 16.2.3 Tactical Surprise

*This scenario examines a more likely entrance into war as tension mounts on both sides. In this scenario, the fighting erupts after a relatively short time frame of escalating tensions catching the Allies still hoping for a diplomatic solution and not quite ready for actual combat operations.*

*As its economy continues to languish and falter under the new leadership of Kim Jong Un and food shortages become common, the DPRK imprisons several journalists accusing*

them of spying for the United States and the ROK. While they are treated humanely, the incident sparks intense diplomatic exchanges as the DPRK bargain for their release by demanding concessions around weapons exports and grain imports. In the meantime, the U.S. Navy seizes and searches a DPRK flagged vessel suspected of carrying an arms shipment to Iran in international waters. The DPRK reacts indignantly to the (technically) illegal search and seizure and increases the amount of rhetoric against both the U.S. and ROK.

Finally, in the straw that breaks the camel's back, the U.S., Japan, and the ROK conduct massive joint air, land, and sea exercises intended not only to increase the level of cooperation between them but also to cow the DPRK into negotiations. The DPRK reacts publicly by denouncing the exercises and privately by fearing that they are a cover and the prelude to an all-out assault on them. They put into motion their plans for invading the ROK and ending the threat to their sovereignty once and for all.

Under the cover of planning some exercises of their own, the DPRK quietly shifts some of their units around and begin preparations for a general mobilization of reserves. The Allies aren't exactly caught napping; however, still hoping for a diplomatic solution, they have refrained from moving massive amounts of men and material into the peninsula. Their air power, however, is fully alert and ready.

#### DPRK Scenario Specifications

**Allocations:** 10 Chemical Weapons Points; 50 Supply Points; 4 Airmobile Points; 8 Special Forces counters; 5 Combat Outpost markers [2.2]; 8 Tunnels; 4 Supply Depots [19.4]; 20 SCUD Points [13.2]

**Air Defenses:** Detection – 9; SAMs – 10; AAA – 3

**Replacements:** 2 per turn

**Setup:** All non-Reserve DPRK units set up in the hex printed on their counter. Units with no hex printed may set up anywhere in the DPRK. III Corps **PMTU brigades** begin in their setup hex. The 108th and 425th Mech Corps begin the game in their respective Reinforcement hexes. All DPRK air units begin in the DPRK Ready box. Helos may set up in any Airfield/Airbase in the DPRK. The DPRK AMPHs may set up in any DPRK port.

#### Reinforcement Schedule:

**NOTE:** Non-PMTU/RG Reinforcements are *not* available if the PRC is Passive.

- GT2 VII Corps (2 x Mot Inf Div, 1 Arm Bde, 1 LI Bde), 2 x SOF Markers; 2 random **PMTU brigades**
- GT3 VIII Corps (2 x Mot Inf Div, 1 Arm Bde), 2 x SOF Markers; 2 random **PMTU brigades**
- GT4 X Corps (3 x Inf Div), XI Corps (3 x **PMTU Inf Bde**), 4 x random RG Inf Bde; **remaining PMTU brigades**
- GT5 IX Corps (2 x Inf Div, 1 x **PMTU Inf Bde**), 4 x random RG Inf Bde
- GT6 4 x random RG Inf Bde; 1 x SOF Marker
- GT7 all remaining RG Inf Bde; 1 x SOF Marker

#### ROK and Allies Scenario Specifications

**Allocations:** 4 ROK Chemical Weapons Points; 40 Supply Points, 10 Airmobile Points, 4 ROK Special Forces counters, 1 U.S. Special Forces counter; 1 Commonwealth Special Forces counter; 4 Combat Outpost markers [2.2]; 3 Supply Depots [19.4]

**Air Defenses:** Detection – 9; SAMs – 7; AAA – 2; AWACS Advantage – 2

#### Replacements:

**ROK:** 0 per turn on GT 1-4 and 1 per turn GT 5+

**U.S.:** U.S. – 1 per turn GT 3-7, and 2 per turn GT 8+

**Setup:** All non-Reserve (“M” and “HR”) ROK units setup in the hex printed on their counter. ROK air units set up in the ROK Ready box. The ROK AMPH unit may set up in any ROK port. The ROK Helos may set up at any Airfield/Airbase in the ROK. The U.S. 2nd Division BCT and HQ may set up anywhere with 2 hexes of Daegu. The 2nd ID AH-64s set up as indicated on their counter. USAF: 2 x F-16D, 1 A-10C setup in the ROK Ready Box; 1 x F-15C, 1 x F-16D setup in Japan.

#### Reinforcement Schedule

The Allies have already rec'd Reinforcement IDs A-C. Set these up according to the rules for Reinforcements [GSR7.0] and apply Supply points, etc. received to the General Records Track.

- GT2 D
- GT3 E; 4 x random “M” units; IX, XI, and CDC HQs
- GT5 F; 4 x random “HR” units
- GT6 G & H; 6 x random “M” units
- GT8 I & J; all remaining “M” units
- GT9 K
- GT10 L
- GT12 M & N; all remaining “HR” units
- GT13 O
- GT14 P
- GT15 Q
- GT16 R

#### PRC Scenario Specifications

10 Cruise Missile Points

The PRC use the following Reinforcement Schedule:

- GT3 1 x AMPH, 1 x SAG, 1 Marine Inf Bde, 43rd Airborne Division, 1 x J-10, 1 x J-11B, 1 x Su-30MKK, 2 x SOF; 2 x Airmobile Points
- GT4 39th GA, 1 x Zhi-10
- GT5 1 x AMPH, 1 x CVBG, 2 Marine Arm Bde, 44th Airborne Division; x Airmobile Point
- GT7 1st Amphibious Mechanized Infantry Division, 1 x JF-17, 1 x Su-30MK2
- GT8 40th GA, 1 x Zhi-10, 1 x J-10, 1 x JF-17
- GT10 38th GA
- GT13 12th GA
- GT13 1st GA
- GT14 45th Airborne Division; 1 x Airmobile Point



**Scenario Special Rules:**

**1. Both Sides Prior to Play:** Before the game begins, starting with the DPRK player, players alternate moving each unit (or formation if the players agree) up to half (rounded up) of its ground movement capability. Intrinsic Airmobile units may be moved to any friendly hex. Air units may Rebase. Continue moving units until neither side wishes to move any more or neither side has any remaining units to move. If one side wishes to stop and the other has more units to move, that side may continue moving units.

**2. DPRK Prior to Play:** Prior to the beginning of play, the DPRK may conduct 10 SCUD attacks at any eligible targets. Damage to Airbases/Airfields counts for Steps a. and b. of the Air Superiority Sortie Step for GT1.

**3. US/ROK Prior to Play:** Prior to the beginning of play, the US/ROK player must choose one quarter (rounded up) of each ROK aircraft type (i.e., F-15K, KF-16C, F-4D, A-50, etc) and place them in the Flown box. These are unavailable on GT1.

**4. GT 1:** On GT 1, during the Special Forces Phase, the DPRK player may conduct two SOF Phases and allocate its Special Forces counters multiple times. Allocate all available counters, resolve the missions (do not roll for survival; all automatically survive), then re-allocate markers and resolve again. Roll for survival as normal.

**5. DPRK GT1 Attacks:** All DPRK attacks on Game Turn 1 receive a bonus of one column shift right on the CRT.

**6. GT1 Initiative:** The DPRK has the Initiative automatically on Game Turn 1.

**7 GT1 Japan-based Units:** On Game Turn 1, no unit based in Japan may fly missions.

**8. Initiative VPs:** 24

**9. Automatic Victory VPs:** +105 or more

**10. Victory Levels:**

|              |       |
|--------------|-------|
| Overwhelming | 100+  |
| Decisive     | 70-99 |
| Substantive  | 40-69 |
| Marginal     | 16-39 |
| Draw         | 0-15  |

### 16.2.4 Extended Buildup Scenario

*This scenario examines the confrontation as an escalation of tensions across a greater span of time with neither side willing to commit to beginning a war but also with neither side willing to back down to any degree. With the rhetoric on both sides reaching fever pitches and constant clashes both in the ground and in the air and at sea, it's only a matter of time before a spark ignites the conflagration.*

*Both sides activate reserves and begin a massive mobilization program; men and material are flowing into the ROK from the United States in increasing numbers. As food begins to run low in the North, the military leadership becomes increasingly agitated and paranoid that the political leadership will lead them to destruction by superior overwhelming forces.*

*In a move eerily reminiscent of an earlier incident, Kim Jong Un, wanting to make a statement, authorizes the sinking of a ROK naval vessel to provoke an international incident and ignite the flames of war. Waiting for the right time, and with mobilization preparations complete, the DPRK launches its Air Force and begins the war in earnest.*

**DPRK Scenario Specifications**

**Allocations:** 14 Chemical Weapons Points; 60 Supply Points; 4 Airmobile Points; 10 Special Forces counters; 5 Combat Outpost markers [2.2]; 8 Tunnels; 4 Supply Depots [19.4]; **20 SCUD points** [13.2]

**Air Defenses:** Detection – 10; SAMs – 10; AAA – 3

**Replacements:** 2 per turn

**Setup:** All DPRK (including PMTU (and XI Corps HQ) but not RG) units set up in the hex printed on their counter. Units with no hex printed may set up anywhere in the DPRK. The 108th and 425th Mech Corps begin the game in any hex in the DPRK. All other reinforcements begin the game in their respective Reinforcement hexes. All DPRK air units begin in the DPRK Ready box. Helos may set up in any Airfield/Airbase in the DPRK. The DPRK AMPHs may set up in any DPRK port.

**Reinforcement Schedule:**

**NOTE:** Non-PMTU/RG Reinforcements are NOT available if the PRC is Passive.

GT2 3 x random RG Inf Bde; 3 x SOF Markers

GT3 4 x random RG Inf Bde; 3 x SOF Markers

GT4 all remaining RG Inf Bde; 3 x SOF Markers

**ROK and Allies Scenario Specifications**

**Allocations:** 5 ROK Chemical Weapons Points; 50 Supply Points; 12 Airmobile Points; 5 ROK Special Forces counters; 1 U.S. Special Forces counter; 1 Commonwealth Special Forces counter; 5 Combat Outpost markers [2.2]; 4 Supply Depots [19.4]

**Air Defenses:** Detection – 9; SAMs – 9; AAA – 3; AWACS Advantage– 3

**Replacements:**

**ROK:** 1 per turn

**U.S.:** 1 per turn GT2 -6, 2 per turn GT 7+

**Setup:** All ROK forces (including “M” but not “HR” reserve units) setup in the hex printed on their counter. ROK air units set up in the ROK Ready box. The ROK AMPH unit may set up in any ROK port. The ROK Helos may set up at any Airfield/Airbase in the ROK. The U.S. 2nd Division BCTs and HQ may set up anywhere with 2 hexes of Daegu. The 2nd ID AH-64s set up as indicated on their counter. USAF: 2 x F-16D, 1 A-10C setup in South Korea; 1 x F-15C, 1 x F-16D setup in Japan. The IX, XI, and CDC HQs setup in the hex listed on the counter.

**Reinforcement Schedule:** The Allies have already rec'd Reinforcement IDs A-K. Set these up according to the rules for Reinforcements [GSR7.0] and apply Supply points, etc. received to the General Records Track.

|      |                             |
|------|-----------------------------|
| GT2  | L                           |
| GT3  | M; 3 x random “HR” units    |
| GT5  | N; 3 x random “HR” units    |
| GT6  | O; 3 x random “HR” units    |
| GT7  | P & Q                       |
| GT8  | R; all remaining “HR” units |
| GT9  | S                           |
| GT10 | T                           |
| GT11 | U                           |
| GT12 | V                           |

#### PRC Scenario Specifications

10 PRC Missile Points

The PRC use the following Reinforcement Schedule:

- GT2 1 x AMPH, 1 x SAG, 1 Marine Inf Bde, 43rd Airborne Division, 1 x J-10, 1 x J-11B, 1 x Su-30MKK, 2 x SOF; 2 x Airmobile Points
- GT3 39th GA, 1 x Zhi-10
- GT4 1 x AMPH, 1 x CVBG, 2 Marine Arm Bde, 44th Airborne Division; 1 x Airmobile Point
- GT5 1st Amphibious Mechanized Infantry Division, 1 x JF-17, 1 x Su-30MK2
- GT6 40th GA, 1 x Zhi-10, 1 x J-10, 1 x JF-17
- GT7 38th GA
- GT8 12th GA
- GT9 1st GA
- GT10 45th Airborne Division; 1 x Airmobile Point

#### Scenario Special Rules:

- 1. Both Sides Prior to Play:** Before the game begins, starting with the DPRK player, both players alternate moving each unit (or formation if players agree) to the limit of its ground movement capability. Airmobile-capable units may be moved to any friendly hex. Air units may Rebase. Continue moving units until neither side wishes to move any more or neither side has any remaining units to move. If one side wishes to stop and the other has more units to move, that side may continue moving units.
- 2. DPRK Prior to Play:** Prior to the beginning of play, the DPRK may conduct 10 SCUD attacks at any eligible targets. Damage to Airbases/Airfields counts for Steps a. and b. of the Air Superiority Sortie Step for GT1.
- 3. DPRK GT1 Attacks:** All DPRK attacks during the First Movement and Combat Phase (*only*) receive a bonus of one column shift right on the CRT.
- 4. GT1 Initiative:** The DPRK has the initiative on Turn 1.
- 5. Initiative VPs:** 15
- 6. Automatic Victory VPs:** +90 or more
- 7. Victory Levels:**

|              |       |
|--------------|-------|
| Overwhelming | 70+   |
| Decisive     | 50-69 |
| Substantive  | 30-49 |
| Marginal     | 11-29 |

Draw

0-10

#### 16.2.5 Advanced Air War Scenario

*This scenario lets players use the Advanced Air War rules to play out a scenario solely using the air units provided with the game. No maps are used; players use only the Air Superiority Play Aid, a special Air War Scenario Aid Card which is provided to assist players in tracking information throughout the scenario, and the General Information Display to record VPs.*

**Setup:** Players may choose to play a Strategic Surprise, Tactical Surprise, or Extended Buildup scenario. Use the setup information, Air Superiority SSRs, and appropriate Reinforcement Schedules from whichever scenario is chosen.

#### Special Scenario Rules

**1. Altered SoP:** The following shortened version of the SOP is used (note, some of the steps are modified by other SSRs):

**Weather Phase** (Step 1 and 2)

**Air/Naval Phase** (Steps 1, 2, 3, and 5)

**First Strike Phase** (Steps 1b, 1c, 1d, 1e, 1f, 1g, 1h, 1i)

**Reorganization Phase** (Steps 2, 3, 4, 5, and 16)

**Reinforcement and Replacement Phase** (Step 1)

**2. Allocating Strikes:** Players may allocate strikes against the enemy Air Defense Network (i.e., SAMs, AAA, and Detection tracks), or enemy Airbases/Airfields (place them near the enemy track). Additionally, the ROK/US player may allocate missions against DPRK Nuclear and Chemical sites. The ROK/US player may allocate his Wild Weasel assets with no restrictions; however, both players must roll a die for each aircraft not committed to the Air Superiority Box to determine whether it is being reserved for Combat Support this turn. The Air War Scenario Card contains the tables for the die roll. Move air units which fail their availability roll to the Flown box.

**3. Strike Resolution:** Strikes against the Air Defense Network are resolved normally. Strikes against Airbases/Airfields are resolved as follows. First, determine the type of base struck (targeted player rolls on chart) and its terrain (striking player rolls on chart). Next, the targeted player determines whether or not a HQ is within range of the target. Players should always use the charts which face them. Results are recorded on the appropriate track on the Air War Scenario Card. For each Strike 1, Strike 2, or Destroyed Result, move the appropriate marker (use a Strike 1 and Strike 2 marker to track results) on the Air War Scenario Card. Results against Nuclear and Chemical installations are tracked normally. Roll for Collateral Damage (striking player) as normal.

**4. Continuing Damage:** Step 11 of the Reorganization phase is conducted as follows: For each 3 levels of Strike markers (i.e., 3 Strike 1s or a Strike 2 + a Strike 1) advance the Airbase Destroyed marker up the track (scoring appropriate VP) and reduce the appropriate Strike markers. For each remaining Strike 2 result recorded on the track, advance the Strike 1 marker up the track and remove the Strike 2 marker from the track. This does not apply to results on Nuclear and Chemical Installations.

**5. Supply Points:** Conduct Step 12 of the Reorganization Phase normally, and, in Step 13, both the Supply Points available

(based on the scenario chosen and reinforcements received) to spend to repair their Air Defense tracks and Airbases. Each player may spend Supply Points to repair an Air Defense Track normally or a Destroyed Airbase by spending 2 Supply Points and moving the Airbase Destroyed marker down a space on the track and moving the Strike 2 marker up a space. Neither player may spend more than 6 Supply Points a turn.

**6. Victory Points:** VPs for destroyed air units, airbases/airfields, and installations are earned as normal. In addition, each player earns 1 VP for each Strike 1 and 2 VP for each Strike 2 result inflicted on an Airfield/Airbase. The DPRK player earns 2 VP per strike result against an ADF track; the ROK player earns 1 VP for each such result.

**7. Optional – DPRK Special Operations Forces and Theater War Assets:** Before Turn 1 begins, the DPRK player rolls a die and halves the result (round up). The ROK/US player suffers this number of step losses to ROK/US aircraft based in the ROK. If the die roll is even, the DPRK player allocates the losses; if odd, the ROK/US player allocates the losses.

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